

Introduction

SE-01-0691

Recording and editing with the sequencer

Both the Synclavier Digital Audio system and the Direct-to-Disk system have access to 200 sequencer tracks.

If you have a Synclavier keyboard, you should see also the *Sequence editing from the keyboard manual*.

If you have a PostPro, you should see also the *Audio Editing manual*.

The sequencer

The internal 200-track sequencer records and plays back musical notes, MIDI data, sound effects, Foley effects or dialog from either the Synclavier or the Direct-to-Disk.

You can record musical notes into the sequencer using the Synclavier keyboard or any MIDI keyboard, sequencer or drum machine.

You can enter notes directly from the terminal keyboard in either computer music notation using the Recorder Display or the Event List Editor or in standard notation using the Music Notation Display.

You can place audio events recorded with the Direct-to-Disk system onto sequencer tracks. During playback, the sequencer triggers each of these events at the appropriate time, assuring precise audio synchronization.

For either recording or playback, you can trigger the sequencer with incoming MIDI data or lock it to picture and trigger it by incoming SMPTE time code.

Sequences

Any series of musical or audio events recorded into the sequencer is called a sequence.

The **current sequence** (the sequence you are working on) is stored in computer memory and remains there until you erase it, recall another sequence or turn off the computer.

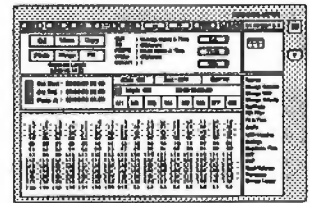
For more permanent storage, you give the sequence a name and place it into a sequence file stored on the Winchester hard disk. Once stored, a sequence can be recalled to memory at any time.

The terminal displays

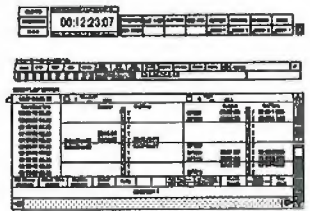
You record and edit sequences using several different terminal displays.

- You record sequences from either the Sequence Editor or the Motion Control panel of the Audio Event Editor.
- You display events and notes of a sequence in computer notation from the Recorder Display or the Event List Editor of the Audio Event Editor. You display recorded notes of a sequence in music notation from the Music Notation Display.
- You edit a sequence event by event from the Recorder Display or the Event List Editor of the Audio Event Editor. Musical notes can also be edited from the Music Notation Display.
- You perform general editing functions from either the Sequence Editor or the Event List Editor of the Audio Event Editor.

When working with sequences of Direct-to-Disk cues, you will work primarily from the Motion Control and Event List Editor panels of the Audio Event Editor. When working with musical sequences or sequences that combine music tracks with cue-list tracks, you can work from either the Events List Editor or the Sequence Editor combined with the Recorder Display. The Music Notation Display is used primarily by those working in standard music notation format.



Sequence Editor



*Audio Event Editor,
Motion Control, Event
List Editor*

Recorder Display

Music Notation Display